

Leisure Line

SEPTEMBER 1990

CAPCOM

Rise, brave one, and defend
the world from darkness!



CP SYSTEM
No.11

In the top of the Dragon's
Tower, the malevolent Black
Orb slowly sucks light and
goodness from the World!

Battle through all 50 floors
of magical menace.



Another Fantastic Game
from the makers of
"Final Flight"

Registered for posting as a Publication Category 'B'
DISTRIBUTED BY LEISURE AND ALLIED INDUSTRIES

IN THE INTERESTS OF INDUSTRY COMMUNICATION

P.O. Box 205, Aberdeen Street
Northbridge, W.A. 6000
Registered by Australia Post —
Publication No. WDP 1807



"MAGIC SWORD"

© 1990 CAPCOM ALL RIGHTS RESERVED



This product is marketed and sold in Australia under an exclusive licence held by Avel Pty Ltd.

TEENAGE MUTANT NINJA TURTLES



TURTLE REVENUE
continues to move upwards
since movie release

This product is marketed and sold in Australia under an exclusive licence held by Avel Pty Ltd.

Editorial: Public Relations Needed

Despite what some people say and the inaccurate stories that sometimes appear in the media, coin-operated amusement games are low cost, inter-active entertainment for people of all ages and appeal primarily to the teenage audience.

Market research shows that our industry's products attract intelligent, well behaved young people who, on average, spend less than \$3 per visit to their favourite leisure centre or location. By comparison, going to the movies is anything up to \$10 and most other forms of entertainment are not only more expensive but are passive whereas coin-op games are inter-active and provide much better value for money.

Despite all these good features about our industry, there are some, especially those in the media that would have the community believe such diabolical suggestions that

kids spend hundreds of dollars feeding their video game habit and acquire the money by stealing it. We also hear that video games encourage violence and attract the undesirable element in our community.

There is nothing to substantiate such outrageous allegations and the market research conducted by the National AMOA shows that the facts are quite to the contrary.

Unfortunately, as an industry, we are not selling the truth and the benefits of our products to the community. The National AMOA spent several thousand dollars completing a market survey in Brisbane and Sydney but little effort has been made to publish the results or bring it to the attention of the media in general.

There is a great opportunity in this industry to inform the community of the truth and benefits of our coin-operated games. If this can be successfully

achieved, the market for our Industry's products and services will grow dramatically as the erroneous perception of the Industry's image is dismantled. The simple fact is that coin-operated games are fun for everyone but the majority of people would not use them simply because they do not relate themselves in the environment which they perceive to be associated with games.

A united effort through the National AMOA could do an enormous amount to further the cause of the Industry. A booklet promoting the benefits of coin-op games and dispelling the myths associated with erroneous public perceptions could be published and used by the Industry to address public relation problems. The Association could also hold Press Conferences and arrange media releases of market research to support the Industry's cause.

Council Agrees to Leisure Centre

Wanneroo City Council has given approval for a Timezone leisure centre to operate at 970 Wanneroo Road.

Council's approval follows several petitions and written protests from concerned residents objecting to the location of the centre.

But the recommendation was approved provided the applicant, Avel Pty Ltd, met the cost of installing security lighting at the rear of the premises.

Council also recommended that WA Amusement Leisure Centres' code of ethics be enforced as a condition of the approval.

The code of ethics is a 14-point set of rules designed to keep the premises of a leisure centre free of

unruly behaviour.

However, anxious Wanneroo residents presented council with another petition last week calling for a special electors' meeting to discuss the issue.

Wanneroo resident Terry Ryan said ratepayers living near the area wanted to know why council approved the recommendation.

"The majority of people living nearby don't want it and the recommendation also goes against advice given to council by the city planner," he said.

Central ward councillor Arnold Dammers defended Council's decision to approve the recommendation.

"It was a very hard decision to make and I know we will cop a lot

of flack from it, but I believe it was the right thing to do," he said.

"We do listen to what people have to say but if we agreed with every single person with an objection, then nothing would ever get done in Wanneroo."

"The decision was made because for a long time now there have been a lot of people crying out for a place for young people to go."

"It's probably not the best location but unfortunately the shopping centre didn't have any shops big enough with an outside entrance to accommodate such a place."

Mr Dammers said he didn't think the Timezone centre would

Continued page 19

DARK SEAL

HEROES IN ANCIENT LEGEND! LOCK "THE GATE OF DOOM" FOREVER!!

TM



AVAILABLE
NOW

HOW TO OPERATE



ATTACK BUTTON



SELF-TRANSFORMATION
BUTTON

POWER-UP ITEMS

OBTAINED ITEMS CAN BE USED AUTOMATICALLY AT THEIR EFFECTIVE SCENE



MISCHIEVE "CONFUSION"
AND "POISON"



DESTROY ALL
ENEMIES ON
THE SCREEN



MOVEMENT
SPEED GOES
UP



POINTS GO UP
WHEN KILLING
ENEMIES



THROST
METER
MAXIMIZED



DEFEND
ENEMY'S
FIRE



RECOVER
POINTS AND
PHYSICAL
STRENGTH

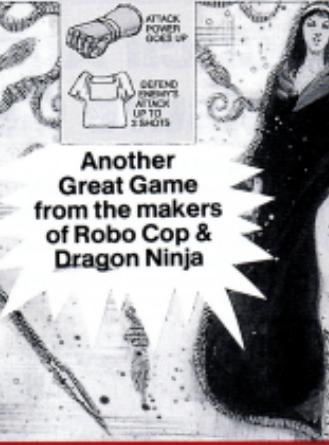


ATTACK
POWER
GOES UP



DEFEND
ENERGY'S
LEVEL GOES
UP TO
3 SHOTS

Another
Great Game
from the makers
of Robo Cop &
Dragon Ninja



This product is marketed and sold in Australia under an exclusive licence held by Avel Pty Ltd.

**Leisure
& Allied
Industries**

Contact your nearest LAI Office

SYDNEY: 2-6 Burrows Road, St. Peters

(02) 516 5111

MELBOURNE: 2 Urquhart Street, Northcote

(03) 489 5222

ADELAIDE: 93-95 Orsmond Street, Hindmarsh

(08) 340 2777

BRISBANE: 57-65 James Street, Fortitude Valley

(07) 558 5835

All Export Enquiries to **PERTH:** 54 Palmerston Street, Perth

(09) 328 3611



Gold Coast Convention

The Amusement Machine Operators Association of Queensland held their annual 1990 Convention at the plush Pan Pacific Hotel on Queensland's Gold Coast. The Convention and Trade Show was held over 2 days on August 14th and 15th.

The Forum was also the venue for the Annual Meeting of the Amusement Machines Operators Association of Queensland and the National Amusement Machine Operators Association.

Exhibitors at the Convention included Leisure and Allied Industries, Amusement Game Importers, Galaxy Electronics, George Campbell and Co., R&V Amusements, StarMech Money Systems, Gottlieb Amusements and Amara Music Systems.

The Convention was the best attended Queensland Show ever and was one of the best organised Convention and Trade Shows ever held in Australia. Full credit must go to Mr. Vince Dittor and the Committee of the Amusement Machine Operators Association of Queensland for the effort in organising such an event. Although the Show was small by international standards, the product range displayed equalled anything in the world.

Leisure and Allied Industries showed their recently released "Neo Geo" games which are now available in both 20" and 26" monitor size. The 20" monitor cabinet has capacity for 4 games whereas the larger model has a 6 game capacity. Although the Neo Geo product has just been released, there are already 6 games available for the

new system which include "Nam 75", "Baseball Stars", "Magician's Lord", "Top Players Golf", "Riding Hero" and "Ninja Combat".

Also on display at the LAI stand was the latest William pinball called "Diner" which has all the sights and sounds, frills and flash of a real diner incorporated into fantastic features for incredible appeal and game flow. "Diner" offers a generous portion of high scoring features for high scoring earnings. Spelling out D-I-N-E-R by making the right ramp shot lights the lock under the cash register and opens the cup shot for 10 x D-I-N-E-R letter value for millions of points. "Diner" is serving up a full plate of profits and play appeal and not only

gives you a fantastic return on investment but also retains the highest resale in the business.



"It's the games that LAI reject which makes LAI's games the best"



Undoubtedly
the No. 1 PCB
Conversion Kit
for 1990
Additional
stocks due soon.

Those
creeps!
The Mad
Gear Gang
has kidnapped
Haggar's daughter,
Jessica. Now you
must head to the
streets for the Final
Fight. Use your fists
and feet, as well as knives
and Molotov Cocktails to
beat the gang. Trust no one.
Even the cops have gone bad!



Walk left



Walk right

Walk forward
screen
8 WAY JOYSTICK

Attack Button



Jump Button



- Players will welcome the return of Haggar, the original Street Fighter
- Two-player interactive
- Spectacular graphics, thanks to Capcom's CPS super chip
- Final Fight has "the cool Factor." Players will love the non-stop action!

This product is marketed and sold in Australia under an exclusive licence held by Avel Pty Ltd.

**Leisure
& Allied
Industries**

Contact your nearest LAI Office

SYDNEY: 2-6 Burrows Road, St. Peters

MELBOURNE: 2 Urquhart Street, Northcote

ADELAIDE: 93-95 Ormond Street, Hindmarsh

BRISBANE: 57-65 James Street, Fortitude Valley

(02) 516 5111

(05) 489 5222

(08) 340 2777

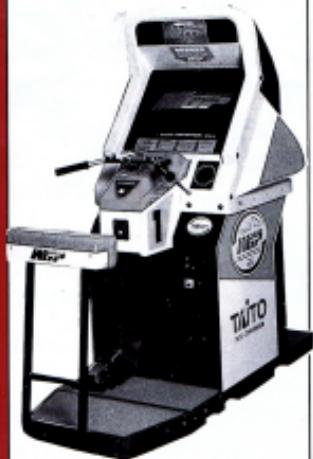
(07) 356 5833

(09) 328 3611

All Export Enquiries to **PERTH:** 54 Palmerston Street, Perth



LAI also displayed the latest motorcycle simulator game from Taito Corporation of Japan called "WGP". This new semi upright model with seat is capable of linking up to 8 games together for a genuine 8 player motorcycle race.



Another interesting product from LAI was a new electro-mechanical golf game called "Little Pro". The game is fitted with a ticket dispenser and ideally suited for locations with prize redemption facilities.



Also on display was the latest Michael Jackson theme game called "Moonwalker" which has been developed by the Sega Corporation of Japan. The game is based on the movie of the same name and features sensational music and dancing from around the world of Michael Jackson. Michael's steps and body actions are realistically reproduced on a screen with 3-D background scenery and high action character movements. There were no test reports available on this game at the time of publication.



Also featured on the LAI stand was the new NRI, 6 channel electronic coin mechanism which is interchangeable with standard mechanical coin mechanisms. The product has the quality ear-mark of West German engineering and is competitively priced for the Australian market place.



Some of the latest games shown by AGL included the new "Pit Fighter" from Atari which is a "Final Fight" style game using a new system of digitally process graphics. They also had a couple of new novelty games from Namco. One of these was a kind of electro-mechanical "Space Invader" style game called "Cosmo Gangs" and the other was an electro-mechanical "Whack-a-Crocodile" game called "Wanni Wanni Panic". There was also another novelty game from Atari called "Gumball Rally" which is a Prize Redemption game. The latest Bally pinball called "Radical" was also on display.

Galaxy Electronics Pty. Ltd. showed a range of recently released CD phonographs. There are two models available being a 60 disc unit known as the "Ultra-Ritz" and a 30 disc unit known as "Wildcat" CD.

The cabinet for the 60 disc unit is manufactured in Australia and assembled using the D.D.A. mechanism.

An impressive display from Galaxy which earned them a trophy for the best exhibit of the Trade Show.

Amarda Music Systems displayed the latest range of Rowe CD phonographs and Wall Boxes which have established themselves as market leaders in the phonograph industry. George Campbell and Co. displayed the latest range of NSM Phonographs.

It is interesting to note that around 25% of the total display area was devoted towards CD phonographs which might be indicative of the increased demand for this product in the Australian market.

Visitors

Apart from a large contingent of Queensland operators, there were also a substantial number of operators from New South Wales and New Zealand and there was also representation there from Victoria, South Australia, Western Australia, Tasmania and the Northern Territory. There were even visitors from the United Kingdom.

Continued page 9

MCA CONTROLS



AS USED ON
ALL TMNT
CABINETS

Now available
from all
LAI Offices

Available in a
full range
of colours.

AUSTRALIAN
MADE

Regarded by many operators as the best joystick on the market

*Manufactured by Multicoin and distributed in Australia, New Zealand, USA, UK, Hong Kong.

**Leisure
& Allied
Industries**

Contact your nearest LAI Office

SYDNEY: 2-6 Burrows Road, St. Peters

(02) 516 5111

MELBOURNE: 2 Urquhart Street, Northcote

(03) 489 5222

ADELAIDE: 93-95 Orsmond Street, Hindmarsh

(08) 540 2777

BRISBANE: 57-65 James Street, Fortitude Valley

(07) 558 5855

PERTH: 34 Palmerston Street, Perth

(09) 328 3611

All Export Enquiries to



Gold Coast Convention — *Continued*

and Japan.

Some of those people who travelled long distances to attend the Gold Coast Convention included
Albert Painter,
Arcade Amusements, NSW
Morri Russell,
Capital Amusements, NSW
Mr & Mrs Atkins,
Malleefar Laundrette, NSW
Alby Beswick, Shamrock Caterers,
Rockhampton, QLD
Maarten Boogert, Auckland Coin
Machines, New Zealand
David Cheil,
Seargent Enterprises, SA
Steve Coghlan, Cassa Pty Ltd, NSW
Peter Contaiojohn, NSW
Richard Dauoff,
Abel Amusements, NSW
Thomas Davenport,
Council of Accredited Amusements
Operators, VIC
Grant Davidson,
Music Makers, New Zealand
Max Griffiths,
Danoine Amusements, NT
Kevin Grundy,
Amusement 2000 Ltd, NZ
K Harris,
Acoustical Enterprises, QLD
Stephen Jones,
Putt Putt Mildura, VIC
Norman Kapauas, VIC
Don Kirk, Noah Investments
Gladstone, QLD
Dennis McGrath, Amarada, NSW
James McLean,
J&J McLean Enterprises, VIC
W McLean, AMV Industries, QLD
Greg Maratheltis,

Gottlieb Electronics Pty, NSW
Ronald Maree,
Campsie Amusements, NSW
Roger Newman, AMCO, NZ
B. Newton,
B&M Newton, Tasmania
Bruce and Yvonne Ozimek,
Jazie Amusements, VIC
R Paton, Newcastle Amusements
Dist. Pty Ltd, NSW
Peter Psaltis, Galaxy/AGL, NSW
Jack Rodios, Cash Box Aust, NSW
Felix Sajn,
Gamemasters Pty Ltd, NSW
Tony Scott, Video 2000, ACT
Trevor Smerdon,
SA Leisure Industries, SA
Ron Stanhope,
Music Hire Group, NSW
Frank Stoffels,
Alite Amusements Machines, NSW
John Sullivan,
NSW Pinball Services, NSW
Ralph Taiger,
Automatic Enterprises, NZ
Greg Te-Loo,
Associated Coin Machines, NT
Harry Tester, Vernold Pty Ltd, NSW
Ray Thompson,
Plaza Video, CAIRNS
Pat Trimbold,
Timewarp Amusements, NSW
Gary Walker, Coin Cascade, NZ
Bruce Wallace, NZ
Barry Weatherly,
MACS Novelty Co. Townsville
Bob Wenzell,
Pacific Coin International, CAIRNS
Richard White, Joystix, ACT
Malcolm Steinberg, LAI, Perth
Eddie Cochrane, LAI, Perth
Alan Friemuth, LAI, Perth

Chris Blackman, LAI, Melbourne

The Queensland Amusement Machine Operators Association hosted a dinner which was a complete sell-out. Many disappointed operators were unable to get seats as the capacity was 125 people and all seats were completely sold out before the Show.

It appears that the Queensland Convention is fast becoming the National Annual Trade Show for Australia and being held on the Gold Coast, it is an enticing venue for operators from other states to visit. We understand that next year, the Queensland AMOA will be looking into providing travel packages to reduce the cost for interstate travellers.

**"It's the
games that
LAI rejects
which makes
LAI's games
the best"**



Leisure & Allied Golf Championship

Operators Annual Golf Day

Leisure and Allied Industries is proud to announce the 4th "Leisure and Allied Annual Golf Championship" is to be held at Sydney's Eastlakes Golf Course on Tuesday 18th September 1990.

All operators are welcome to compete, and the tee-off times begin at 11.30am. Leisure and Allied will be providing Green Fees, Trophies as well as refreshments and a smorgasbord after the round is completed.

The event is a "Stableford" competition and is played on handicap basis, so that all entrants have an equal chance of winning. If you would like to compete please ring **Bruce Colbourne** at our NSW Office on (02) 516 5111, with your handicap.



A range of prize redemption games on the AGI stand.



Vince Daron (left) receives the Award of Excellence presented by Mark Bebb.



Industry Veterans Malcolm Steinberg (left) 32 years and Wes McLean (41 years).



Denise and Peter Chapman of Barecastle

Candid Camera AMOA Trade Show



David Henkin, (left) receives a "Neo Geo" memory card prize on the lucky draw from Alan Neimark (right).



The "Neo Geo" Display on the Leisure and Allied Stand.



Ray Thompson from Cairns (left) with LAF Queensland's Sales Manager for Cooper.

at Queensland Show and Dinner



Brent Taigel of Automatic Enterprises, Wellington, N.Z.



Prize Winning Galaxy Electronics Display.



Sam Summers (left) and John Yabbis (right) of Galaxy Electronics receive the Best Exhibit of the Show Award from Industry veteran, Wes McLean.



From Tasmania Bruce Newton (left) with Brisbane Operator Hale Anderson and Mrs. Anderson from Brisbane.



Robert Decolle, Happy Time Amusements with Ken and Genia Conley of Kings Amusements.



New Queensland State Manager, Alan Freimuth (left) with LAV Director, Eddie Cochran.

Now Available
in Red and Blue
Colours

THE REVOLUTIONARY CLIKERS CONTROL LEVER

Now fitted with
improved securing
brackets

SUPER SPECIAL PRICE



only
\$12.95
ea

FOR THE MONTH OF
SEPTEMBER

only
\$12.95
ea



only
\$12.95
ea

Be quick at this
price as stocks are
not expected to
last

Control Lever Assembly Part No. 53-CLK
New Design — Bayonet Fitting 4 and 8W
Convertible Joystick

FEATURE INCLUDE:

- High Quality Swiss Microswitches.
- Moulded Stylish Knob.
- No Control Panel mounting screws required.
- Easily converted from 4 to 8 way action.
- Absolutely simple fitting procedure with a Bayonet Movement.
- Large Securing Washer.
- Simple and Secure Microswitch Fittings.

Now is the time
to make big
savings

The lowest priced
joystick available
in Australia.
Only \$12.95

only
\$12.95
ea

— TOTALLY REVOLUTIONARY DESIGN —

This product is marketed and sold in Australia under an exclusive licence held by Avel Pty Ltd.

**Leisure
& Allied
Industries**

All Export Enquiries to PERTH: 34 Palmerston Street, Perth

Contact your nearest LAI Office

SYDNEY: 2-6 Burrows Road, St. Peters

MELBOURNE: 2 Urquhart Street, Northcote

ADELAIDE: 93-95 Orsmond Street, Hindmarsh

BRISBANE: 57-65 James Street, Fortitude Valley

(02) 516 5111

(03) 489 5222

(08) 340 2777

(07) 558 5855

(09) 528 5611



What's so mutant about Turtles?

Some people are awfully worried about the possible effects on their offspring of the Teenage Mutant Ninja Turtles — or the Teenage Mutant *NINJA* Turtles, as Maggie Tabberer — a recent convert to the Lee Lin Chin-Jennifer Keyte school of emphasis — likes to call them. Apparently parents think the Turtles set a bad example and encourage children into baton-twirling and high kicks rather earlier in life than is decent. If *Turtlemania* spawns an untimely generation of Swanettes and other assorted quasi-militaristic go-go nymphettes, you can see their point. It seems unlikely: if it were the case we would have been kicked to death years ago by wannabe-Bruce Lees, *et alia*.

But come on, mums and dads, get real. Every generation has something or someone to latch on to that annoys or terrifies their parents. For instance, Elvis (Presley and Costello), the Presleys (Elvis and Reg, from the *Troggs*) and Madonna, in trolley and quasi-religious phases, all have caused their fair share of heartburn and family rows to little lasting ill-effect.

But there is more to the anti-Turtle movement than is being admitted. It is Turtleist and it misses the point. The aforementioned Bruce Lee (a human) was far more likely to persuade the impressionable into obnoxious behaviour; just look at Chuck Norris (arguably another human but not proven). And that particular B-grader also proved it's possible to succeed in movies without talent or even the ability to speak, thus paving the way for Sylvester Stallone's oeuvre. The case rests.

More importantly, the point being missed is that of irony. The Turtles are all about irony; that particular form of humour where what is being said is not what is meant and vice versa. Irony is learned and therefore has to be taught. Ergo, it is not always understood by children and is rarely if ever understood by the ill-educated of any age — which

is where the concept of fighting for peace comes unstuck. That the turtles are a lovable bunch of latter-day Robin Hoods is not the point if what is taken up and imitated is only the hood bit.

What parents might also be peeved about — but not admitting — is that the Turtles are mega-smartypants in the splendidly irritating US tradition of children who talk in great one-liners. When a parent can think of nothing sharper than "You mind your lip, you little bugger" it is mortifying to have the child produce a retort that wouldn't disgrace Lenny — Bruce or Henry. That's where the Turtles have it over their human counterparts and where the supposedly witty cartoon-style human heroes come unstuck when they try to combine these elements.

Indiana Jones and the Temple of Doom, for instance: the one that's just thumped across a TV screen in a living room near you. Now there's a pernicious multi-million-dollar family blockbuster if ever there was one. It is said to be laden with irony but if that element is missed by the audience what is left? For starters there's racism: a good, brave, white man is pitted against sundry other races all of which are portrayed as evil, disgusting, depraved, stupid and basically black or yellow. There is sexism: the heroine mostly screams at the top of her lungs and gets herself into perilous situations from which she has to be rescued by the hero.

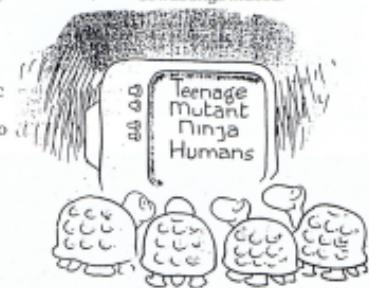
It has been said over and over that the use of these stereotypes is ironic and therefore funny. And presumably parents are so busy laughing they don't even notice their boys imitating macho man, much less wonder why their daughters don't ask for brain surgeon outfits for Christmas. Ho ho ho.

But back to those green creatures. Turgid types in grey suits have said that children might copy the Turtles to the point of playing out their ninja fantasies in dangerous drains. In the great Australian tradition the first reaction of the adults is to legislate against possible stupidity and issue warnings to children and their parents.

Where have these people been all their lives? If you tell a child not to do something, the child will immediately have a go — especially if it hadn't actually occurred to the child, to that point, to do whatever is deliciously forbidden. But these are cynical times. It's more likely that the authorities (what a smug, stuffed word) are simply covering their tails in case a bunch of little dears go Turtling down an unguarded storm cavern. It is harder to sue when the offending body has issued public warnings of the dangers.

If the Turtles have any lasting influence on children it easily could be towards independence of spirit — unlike their benighted elders, whose every drunken, drugged or simply idiotic action our various governments attempt to cater for in law. But legislating against those who have at best two intact grey cells to rub together is a piffling, reductive way to run a society. No wonder *The Fab Freen Four* are so attractive to the littlies.

Cowabunga indeed.



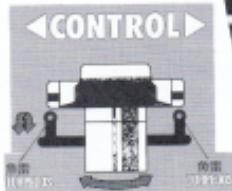
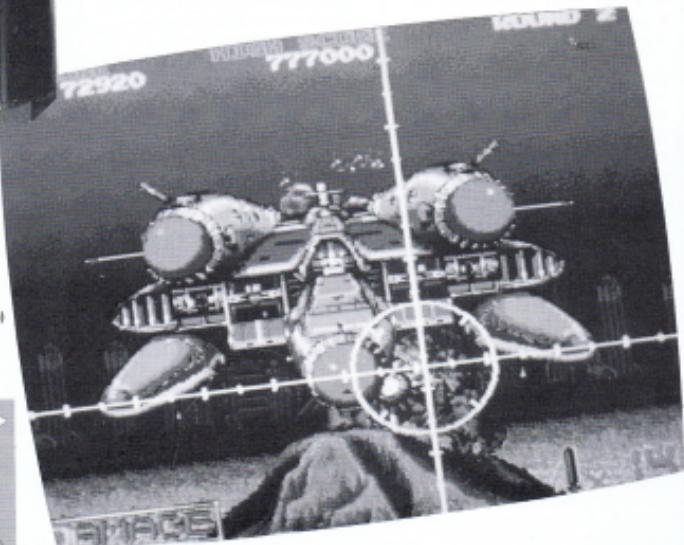
DESTROY THE BOSS AT EACH STAGE!!



BATTLE SHARK

You start with a fixed number of torpedoes.
At fixed intervals you are award more torpedoes.
The game is over when a certain amount of damage
is received.

- Dimensions Depth 620,
Width 1470, Height 1855mm
(Height with casters, 1910mm)
- Power consumed 150W
- Monitor used 25 inch



FULLY IMPORTED FROM THE U.S.A.

**Leisure
& Allied
Industries**

All Export Enquiries to

Contact your nearest LAI Office

SYDNEY: 2-6 Burrows Road, St. Peters

MELBOURNE: 2 Urquhart Street, Northcote

ADELAIDE: 93-95 Ormond Street, Hindmarsh

BRISBANE: 57-65 James Street, Fortitude Valley

PERTH: 34 Palmerston Street, Perth

(02) 516 5111

(03) 489 5222

(08) 340 2777

(07) 358 5833

(09) 328 3611



Turtles Exclusive Agent in New Zealand Gets Tough

On Friday 10/8/90 Coin Cascade staff accompanied by High Court Bailiffs and Solicitors entered two street locations in Christchurch and seized two copyright infringing TMNT games operating there.

The TMNT units were seized under a "Anton Piller" High Court action that is only granted in cases where the copyright holder can prove conclusively to the court the urgency of their case, this "Anton Piller" action can also allow the

plaintiff to enter the business address/home address of the defendant and seize all relevant documentation and other offending material.

Coin Cascade had advised the defendant in this case in writing of Coin Cascades copyright in this and other products and the requirement that the offending articles be surrendered to Coin Cascades representatives.

The defendant is now subject to

the following claims: forfeiture of the PCB, loss of all income derived from the game, heavy legal expenses and damages adding to approx. \$30,000 (\$15,000 per PCB).

Coin Cascade Ltd. has a very firm policy in relation to unauthorised imports of any games, they have paid for exclusive rights too and intend further action against other infringers on a variety of products during the next month.

\$1 Play Pinball

While 60 cent play is common place on late model pinballs throughout Australia, there is one operator in Queensland who firmly believes in \$1 play.

Michael Solomon of Associated Leisure says that his Company have been operating pinballs on \$1 play in their "Playtime" Leisure Centre and have achieved very successful results. He said that basic pricing structure was \$1 on play and \$2 three plays. Mr Solomon made his

announcement during an Open Forum Discussion at the recently held Convention of the Queensland Amusement Machine Operator's Association.

Mr David Hankin of A. Hankin and Co. said that although his company had achieved very good results on 60 cent play, he felt that there was still consumer resistance at the \$1 price level.

\$1 play is not out of line by

international standards. In Japan, Pinballs have been 100 yen (90 cents) play for many years and in Germany, the price has been 1 mark (80 cents) for at least the last 5 years. In England, some arcades report 50p play on pinballs which is equivalent of \$1.22. In the United States, there is currently a push towards 50 cent play (60 cents) but currently, most pinballs are still operating on 25 cents (30 cents).

Ninjas bid on Turtle Survival

Besides doing wonders for the entertainment industry, Greenpeace is hoping the mean, green Teenage Mutant Ninja Turtles will make people aware of the real-life creatures battling for survival.

Greenpeace sea turtle campaigner Trevor Daly said most people were not aware that the existing seven species of sea turtles faced extinction.

He said he hoped the turtlemania gripping Australia would improve their plight.

Worldwide, sea turtles are faced with a number of threats, the most serious being commercial exploitation.

Mr Daly said sea turtles were killed for their shell, meat, eggs and skin despite an international ban.

The Convention of International Trade for Endangered Species, set up in 1975 in which about 100 countries took part, including Australia, bans the trading of all endangered species.

But Mr Daly said that while Japan and Indonesia both took part in the CITES treaty, they had found a loophole which allowed them to continue trading turtle products.

Mr Daly said that in neighbouring Indonesia, tens of thousands of sea turtles were being killed each year

to supply trade in meat and shell.

"Much of the turtle trade in Indonesia is aimed at tourists and we are concerned that Australians are unwittingly helping to perpetuate this killing by eating turtle meat or buying tortoiseshell jewellery," Mr Daly said.

He said customs officials were often stopping people — who didn't know the laws — bringing such products in Australia.

Mr Daley said Greenpeace was urging the Australian Government to pressure Indonesia to reduce its consumption of turtles.

Continued page 45



THE 500 SERIES

- System is Universal 2-3-4-5 and 8 way.
- No need to replace any part to change the configuration, just turn the adjustment ring on bottom.

Only Suzo could improve the world's No. 1 selling control lever.



This joystick has three new features:

A: New. Moving switches by use of magic-adjustment ring.

In universal systems the situation is always very critical with the position of the microswitches.

The solution for this problem is: system changes the position of the microswitches automatically with the use of magic-adjustment ring.

B: Sold in Australia with 4.8mm quick connect terminal.

C: New. Square switch actuator for longer life of your microswitches and actuator.

**NOW INTRODUCING
THE 500 SERIES
UNIVERSAL JOYSTICK**

Pat. Pending 8902767
Part No. 29-0500-XX

\$19.95

This product is marketed and sold in Australia under an exclusive licence held by Avel Pty Ltd.

**Leisure
& Allied
Industries**

Contact your nearest LAI Office

SYDNEY: 2-6 Burrows Road, St. Peters	(02) 516 5111
MELBOURNE: 2 Urquhart Street, Northcote	(03) 489 5222
ADELAIDE: 93-95 Ormond Street, Hindmarsh	(08) 540 2777
Brisbane: 57-65 James Street, Fortitude Valley	(07) 558 5835
All Export Enquiries to PERTH: 34 Palmerston Street, Perth	(09) 328 3611



Leisure Centre proposal stirs up social debate

Schools to have a say

Many police and nearby schools will have a chance to comment on the social implications of a proposed fun parlour in Darley Road, Manly.

Aldermen warned of truancy and the lack of safety at the site, but were told that they could not prohibit the fun parlour because it was not desirable.

The council could face court action if it refused the fun parlour on the grounds of undesirability.

The applicant Naxatu Pty Ltd wants to convert a gymnasium above the fruit market in Darley Road to an amusement centre.

But Alderman Michael Heraghty called for deferral pending further details about carparking — as well as police, schools' and the council's community services on the social effects.

In July 1974, the council adopted a policy to restrict any amusement centres from being started in the Manly town centre. The council used this policy to refuse a number of applications at the time.

However, in recent times the only application has been to use 47 East Esplanade for a youth support and entertainment centre.

Although town planners recommended conditional consent, Aldermen were told at this week's meeting that the council needed assurance about adequate noise and patron control and sufficient carparking during operating hours.

However, Aldermen commented the "hideaway" would become a hangout for young people.

Alderman Greg Smith said the

problem was access. Entry was from a metal stairway and through alcoves of freezers, sheds and cardboard boxes.

He said it was an easy place for fires or fights to start.

"I would not like to reject it because it's an amusement centre. I want to reject it because there are no clear or orderly arrangements as regards the entrances and exits."

Alderman Joan Thorburn said the council should not encourage this kind of activity among young people. She warned that Manly would be overrun with amusement parlors.

Alderman Jean Hay said the centre would be unsuitably located opposite St Matthews Church and the car park would attract nuisance skateboarders.

Jury Says No to LAI and Atari

On August 2nd, the US Federal Court in San Francisco denied a claim by Leisure and Allied Industries against Atari for "Breach of Contract" and also disallowed a claim by Atari against Leisure and Allied Industries for unfair trade practice.

The dispute arose as a result of LAI filing suit against Atari for "Breach of Contract" relating to a verbal agreement reached between LAI's Malcolm Steinberg and Atari Vice President Shane Braks during a meeting in London in January 1988.

The Agreement for LAI to have the first right of refusal on all Atari products subject to minimum reasonable quantities being purchased. LAI claimed that Atari breached the

Agreement by selling products to other Australian distributors without first having offered them to LAI. Although the Agreement was not a written Agreement, a confirmation of the terms in writing was forwarded to Atari soon after the Agreement was entered into. Atari denied the existence of the Agreement.

The Jury found that the 10 points contained in the Agreement, there was insufficient evidence to show that Agreement had been reached on 4 of the points therefore the claim was disallowed.

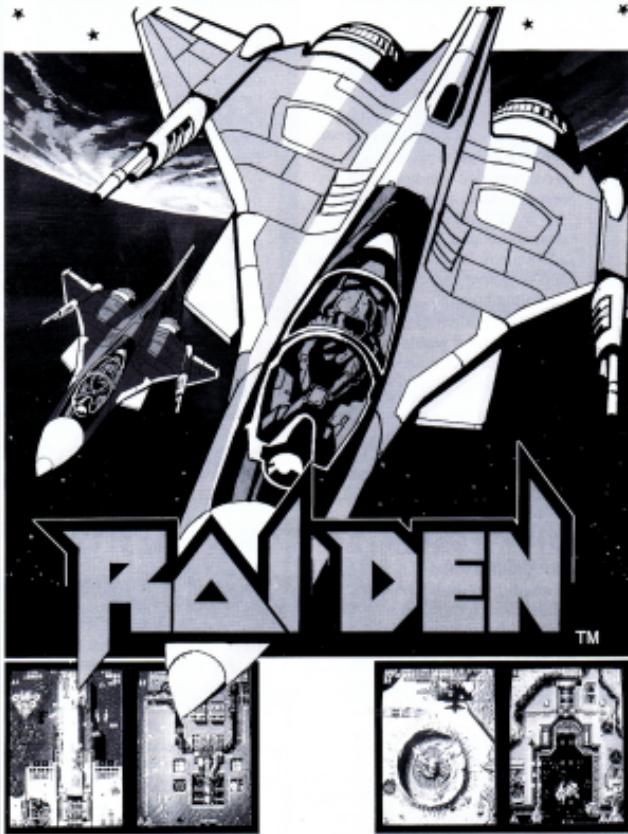
In a counter claim against LAI, Atari alleged that LAI's marketing practices restricted the sale of their products in Australia. Atari alleged that sales of their individual game products should

achieve much higher quantities, yet it was conceded that sales generally, since LAI had ceased to become their distributor, had in fact declined. The counter claim by Atari was disallowed by the Jury.

Malcolm Steinberg, Managing Director of LAI said that he was disappointed in the verdict because he strongly believed that an Agreement had been entered into, even though it was a verbal Agreement. This is one of the reasons that since 1988, we have insisted that any Agreements entered into relating to the distribution of products in Australia be in writing and signed by both parties, said Steinberg.

Mr Steinberg said that his company was planning to lodge an appeal against the decision.

The Future Rides On This Flight.



A flash of hope fills the sky as RAI DEN thunders into combat against the aliens. It's all or nothing in this exciting fight for Earth's survival!

- Challenging one or simultaneous two-player action
- Excitement builds through eight stages of combat to the final confrontation against the alien command battleship
- Hidden power-up items increase fighting power and arsenal with more bullets, lasers, missiles and bombs
- Intense graphics and special effects engage players in the action
- Second player buy-in at any time
- Game continuation mode

Watch your earnings
take off as RAI DEN flies
into the final showdown

This product is marketed and sold in Australia under an exclusive licence held by Avel Pty Ltd.

**Leisure
& Allied
Industries**

All Export Enquiries to

Contact your nearest LAI Office

SYDNEY: 2-6 Burrows Road, St. Peters

MELBOURNE: 2 Urquhart Street, Northcote

ADELAIDE: 93-95 Orsmond Street, Hindmarsh

BRISBANE: 57-65 James Street, Fortitude Valley

PERTH: 34 Palmerston Street, Perth

(02) 516 5111

(03) 489 5222

(08) 540 2777

(07) 558 5833

(09) 328 3611



Real ninjas defend themselves

In the fifties it was judo. By the 70s, it was the Bruce Lee-led kung-fu fad.

With the advent of the phenomenally successful Teenage Mutant Ninja Turtles cartoon series, however, local practitioners are tipping that ninjutsu — a martial art from feudal Japan — is set to take over.

The Kevin Hawthorne Ninja School, Australia's largest ninja establishment, says that the number of students in the last six months jumped to 3,500.

Ninja followers say it is impossible to estimate the number of schools in Australia but the Hawthorne school alone runs 90 outlets in Tasmania, Victoria and NSW.

Although the new interest is almost entirely due to four hip reptiles, the school's head instructor, Mr Shane Walker, says the cartoon series could not be further removed from the real thing.

"It's been great for business, sure, but the only thing the two have in common is the name," he explained between classes at the Chatswood Uniting Church last night. "Once the kids come along though a lot of them just find it fascinating, a really good challenge. For younger kids especially, they also see it was the non-dog alternative to scouts and things like that."

The original Ninjas in 11th-century Japan were an anti-Samurai clan of paid assassins who were also romantically cast as a sort of oriental version of Robin Hood and his men.



Modern-day ninja Bradley Shuttle, 17, practices his art at Lane Cove.

However, Mr Walker says modern-day ninjas use their skills only in self-defence.

"You won't come out of here a trained killer but you will come out as a person who respects weapons and knows how to look

after himself or herself.

"Unlike other martial arts, we don't just concentrate on the combat. We do disguise, climbing, meditation, weaponry — some people say it's more of a philosophy than anything else."

Council agrees to leisure centre

"A few councillors have taken the precaution of visiting other Timezone centres and all agree they are very well run places," he said.

"I can't see any trouble because we imposed their own strict code

— continued from page 3 —

of ethics as part of the applicant's condition of approval.

If those guidelines are not followed then council has a right to close the centre down, though I certainly hope we never have to get to that stage."

In a report to council city planner Oscar Drescher said residents' objections were based on the proposal being in conflict with the original intent of the zoning of the land.

SMASH TV™

PLAY FOR KEEPS WITH A SMASH HIT!

The year is 1999. The setting is a futuristic game show that is dominating the ratings where contestants compete not just for cash and prizes — but also for their survival — before a live studio audience! Each contestant is armed with an arsenal of high-tech weapons and power-up devices ranging from grenades and lasers to smart bombs and force fields. Their challenge is to enter enclosed arenas to do battle with legions of drones, mutants and, ultimately, the most powerful boss monsters known to man.

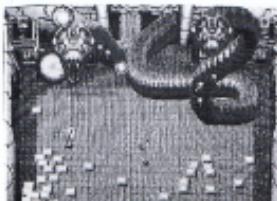


Only SMASH TV delivers such a sensational storyline and the type of innovative technology today's players are looking for. In fact, SMASH TV has more of everything! There's more enemies on-screen at a single time, more firepower, a full 32-bit hardware system, greater sound fidelity, more speech than ever before in a video game and built-in averaging for more customized levels of play and improved, long-term earnings strength. Diagnostically, SMASH TV is a cut above with in-depth, easy-to-utilize bookkeeping functions and more operator adjustable settings than ever before, including violence controls depending upon location needs.



SMASH TV... the new smash hit from the wizards of Williams.

Available as
a BEFFU Tested
PCB Kit



This product is marketed and sold
in Australia under an exclusive licence held by Avel Pty. Ltd.

Leisure & Allied Industries

Contact your nearest LAI Office

BRISBANE: 57-65 James Street, Fortitude Valley ... (07) 358 5853

SYDNEY: 2-6 Burrows Road, St. Peters (02) 516 5111

MELBOURNE: 2 Urquhart Street, Northcote (03) 489 5222

ADELAIDE: 93-95 Ormond Street, Hindmarsh (08) 340 2777

All Export Enquiries to

PERTH: 34 Palmerston Street, Perth (09) 328 5611



TV council tests Turtle Power

Channel 7 may be breaching advertising standards by screening the *Teenage Mutant Ninja Turtles* cartoon program, according to the Australian Council for Children's Film and Television.

In a submission to the Australian Broadcasting Tribunal, the council said that because the program drew viewers' attention to

its characters "in a manner calculated to promote" Teenage Mutant Ninja Turtle products, it constituted a 30-minute commercial.

It said Channel 7 was breaching advertising standards, and hence the Broadcasting Act, because the program was not "clearly distinguishable" as an

advertisement.

"The program has been created to promote the products," said the council's national spokeswoman, Ms Barbara Biggins.

But Channel 7's network program director, Mr Glen Kinging, said the show had existed long before the products came out.

Japanese Companies make strong growth in Sales & Profits

Sega Enterprises Ltd. and Taito Corporation of Japan have recently announced their sales revenue and profit incomes for the years ending April 1990 and March 1990 respectively.

SEGA

Sega reported that total operating revenue was A\$660 million, an increase of 42.4% on the previous year. Net profit for the year was A\$40.7 million, an increase of 70% on the previous year. The net income was \$1 per share (up 9.8%).

A breakdown of revenue showed that A\$181 million came from sales of coin-operated games, A\$145 million from the operations division and \$329 million from the sale of consumer products.

Exports resulted in 47.6% of total revenue compared to 45.8% in the previous year. Sega exported A\$225 million in consumer products, mainly to the U.S. market.

This compares to only A\$140 million in the previous year.

The growth of coin-op products for export is attributable to the rapid growth of the market in Taiwan. Consumer product exports mainly consist of shipments of the Sega 16-bit "genesis" to the United States.

In September 1990, Sega will

release a hand-held colour video game called "Game Gear" in Japan.

Sega also announced that projections for the current year was a turnover of A\$781 million and a net profit of around A\$50 million.

TAITO

Taito Corporation announced that for the fiscal year ended March 1990, revenue totalled A\$518 million, up 13.2% on the prior year and net profit was A\$24 million, an increase of 42% on the previous year.

Taito is not currently a publicly

listed company however, as some of the shareholders include Japanese Banks, the Corporation decided to announce an outline of the results achieved.

Taito stated that although revenue and net profits were not as high as those achieved by Sega Enterprises, Taito was still one of the major manufacturers in Japan and also the largest operating Company.

Taito also anticipates that its company shares will be listed on the stock exchange in the near future.

Turtles OK for littlies: tribunal

The *Teenage Mutant Ninja Turtles* are okay for children, says the Australian Broadcasting Tribunal.

Despite 15 complaints from angry parents, the tribunal has found that *Turtles* complies with guidelines on sex, violence, language and other factors set for G classified programs.

This means the show can continue to be screened between

4pm and 7.30pm.

The complaints all expressed concern that children were imitating the cartoon characters' martial arts antics.

But the spokesman says none of the complaints identified specific cases of excessive violence.

Daily Mirror, Sydney 8/9/90.

NEW LAI 20" COLOUR MONITOR

Ask about our special price for quantity orders of 10 or more.



Far superior design and excellent clarity makes the LAI Monitor the best value in the market today.

Improved specifications to give sharper definition and a wider range of adjustments.

Input Power

a) Voltage AC 110V +,-10%. 60Hz.
b) Consumption 75W +,- 10%

C.R.T.

510LCB22—TC (Y) Heater 6.3V,
600mA 20" 90 Deflection In-Line
electron Gun, black Stripe 0.72mm
Pitch.

Scanning Frequency

a) Horizontal 15.75KHz. +,-500Hz.
b) Vertical 60Hz.

Resolution

a) Minimum Fields Resolution 375 Lines
(Red, Green)

- Monitor PCB manufactured by A-One Electronics
- Sold under Exclusive Agreement with Avel Pty Ltd.
- CRT produced by Orion Electronics of Korea.

b) Minimum Field Resolution 300 Lines
(Blue)

MONITOR PCB NOW

AVAILABLE

SEPARATELY

\$165

Frequency Response

10MHz, at -3dB

Adjustment

a) Rear Side

R.G.B — Gain

Video Bias

Brightness

V-Centre, V-Hold, V-Size

H-Phase, H-Hold, H-Size

V-Linearity

B + ADJ

Sync Selection (Positive or Negative)

Focus, Screen

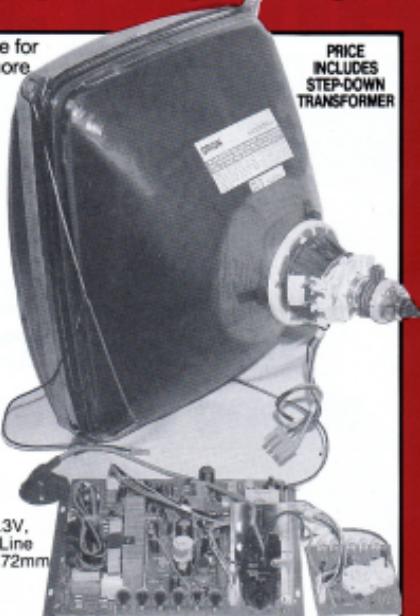
R.G.B — Bias

R.B — Drive

b) Internal

c) F.B.T.

d) CRT Socket Board



PRICE
INCLUDES
STEP-DOWN
TRANSFORMER

This product is marketed and sold in Australia under an exclusive licence held by Avel Pty Ltd.

**Leisure
& Allied
Industries**

Contact your nearest LAI Office

SYDNEY: 2-6 Burrows Road, St. Peters

(02) 516 5111

MELBOURNE: 2 Urquhart Street, Northcote

(03) 489 5222

ADELAIDE: 93-95 Ormond Street, Hindmarsh

(08) 540 2777

BRISBANE: 57-65 James Street, Fortitude Valley

(07) 558 5833

All Export Enquiries to **PERTH:** 34 Palmerston Street, Perth

(09) 328 3611



Management Profiles . . .

Leisure and Allied Industries is proud of its senior management throughout Australia, and Leisure Line has compiled brief personality profiles to introduce new customers to the senior personnel in each State.

This month we are featuring . . . QUEENSLAND

Mark Bebb

Mark has been the Company's State Manager in Queensland for the past three years, having joined LAI in Perth in 1976. He is currently enjoying a well deserved vacation which on completion he will return to Perth to take up the position of West Australian Operations Manager.

Since 1976 Mark has worked in all Mainland States for LAI and has set up Company Operations in Adelaide, Brisbane, Melbourne and Sydney.

Mark's lovely wife Mandy will be missed by many Operators in Queensland where she has gained enormous respect whilst working with Mark when the Brisbane office was first opened. The couple have two boys, Lee who is nine and Craig who is six years old. The family enjoys scuba diving, fishing and

outdoor activities together.

"1990 will be a hard year, but the Operator that does it right will still be better off than most other small businesses in Australia", says Mark, "60 cents and 60% commission from Street sites should be the aim of every operator this year", he added.

Mark reports strong interest in Leisure Centre operations from the large, more successful operators, and comments "Street Operators who also operate their own Leisure Centres can enjoy 100% takings on the best new games, and can rotate these into Street operations as they replace games in their Leisure Centres". "Street Operators must ensure they enter into site contracts for all Street locations", he cautioned.

Mark stated that he



thoroughly enjoyed his years in Brisbane and will miss the many Operators whom he has come to know personally over the past few years. He says "I sincerely hope that those Operators that have supported LAI and me personally over the recent years will continue to give the same support to the incoming State Manager, Mr Alan Freimuth". "I will miss you all", he said.

Robber ties up woman

PERTH

An armed bandit bound and gagged a female shop assistant during a robbery in Midland (WA) yesterday.

The woman was threatened with a knife when a man entered the Lazamaza Amusement Centre in Helena Street about

9am. He was described as part Aboriginal, about 40 years old, 180cm tall, of medium build, and wearing a denim jacket and jeans.

About half an hour later, another bandit held up the High Wycombe TAB agency in Kalamunda Road.

A man described as aged in his 40s and wearing a red-coloured jacket threatened staff with an unknown weapon and fled on foot. anyone with information about the robberies should contact CIB duty sergeant on (09) 222 1212.

"It's the games that LAI reject which makes LAI's games the best"

SPARE PARTS

OFFER AVAILABLE UNTIL
7TH OCTOBER 1990 OR
UNTIL STOCKS LAST

STYLUS ROCKOLA 41-44

WAS
~~\$21.95~~



NOW
\$19.50

FLIPPER PAWL ASSEMBLY

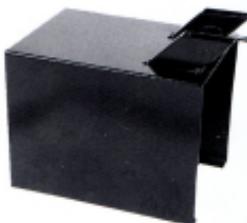
WAS
~~\$17.95~~



NOW **\$14.99**

LOWBOY CASHBOX HOUSING

WAS
~~\$70.74~~

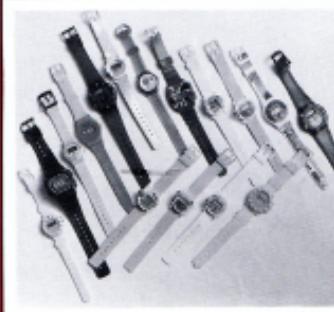


NOW **\$60.00**

WILLIAMS BUMPER COIL 23/850

WAS
~~\$11.00~~

NOW
\$9.00



**Leisure
& Allied
Industries**

All Export Enquiries to PERTH: 34 Palmerston Street, Perth

Contact your nearest LAI Office

SYDNEY: 2-6 Burrows Road, St. Peters

(02) 516 5111

(03) 489 5222

MELBOURNE: 2 Urquhart Street, Northcote

(08) 340 2777

ADELAIDE: 93-95 Ormond Street, Hindmarsh

(07) 358 5833

BRISBANE: 57-65 James Street, Fortitude Valley

(09) 328 3611



LOWBOY CASHBOX



WAS
\$41.00

NOW \$35.00



WATCHES ASSORTED

\$195.00
per 100

SPARE PARTS
OFFER AVAILABLE UNTIL
7TH OCTOBER 1990 OR
UNTIL STOCKS LAST

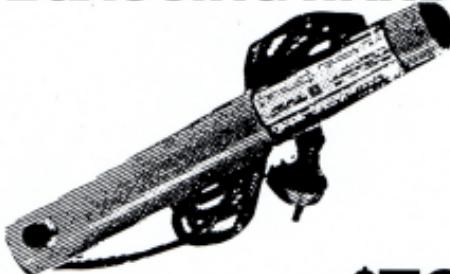
PINBALL GLOBES 6V-25 AMP

NOW 20¢

WAS
26¢



DEGAUISING WANDS



\$76.95

**Leisure
& Allied
Industries**

All Export Enquiries to PERTH: 34 Palmerston Street, Perth

Contact your nearest LAI Office

SYDNEY: 2-6 Burrows Road, St. Peters (02) 516 5111
MELBOURNE: 2 Urquhart Street, Northcote (03) 489 5222
ADELAIDE: 93-95 Ormond Street, Hindmarsh (08) 340 2777
BRISBANE: 57-65 James Street, Fortitude Valley (07) 558 5833
..... (09) 528 3611

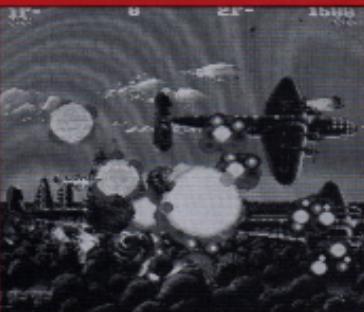


US AAF MUSTANG



- Two-player shooting game

- Horizontal monitor



- Action packed excitement

A MUST
FOR EVERY
OPERATOR



- Superb graphics



This product is marketed and sold in Australia under an exclusive licence held by Avel Pty Ltd.

**Leisure
& Allied
Industries**

Contact your nearest LAI Office

SYDNEY: 2-6 Burrows Road, St. Peters

(02) 516 5111

MELBOURNE: 2 Urquhart Street, Northcote

(03) 489 5222

ADELAIDE: 93-95 Ormond Street, Hindmarsh

(08) 340 2777

BRISBANE: 57-65 James Street, Fortitude Valley

(07) 358 5833

All Export Enquiries to **PERTH:** 34 Palmerston Street, Perth

(09) 328 3611



Turtles Banned in School



TURTLE BUSTERS: Ms York and Daniel

Toddlers have been banned from playing Teenage Mutant Ninja Turtle games at a Sydney pre-school.

Youngsters attending the Kensington Neighbourhood Children's Centre Pre-school cannot bring turtle toys to class.

Teacher Hazel York today said the games were banned four weeks ago after children as young as three were hurt in mock turtle battles.

Ms York said children were imitating the actions of their cartoon heroes but the play often turned into violence.

"In turtle games the children would start a sequence of kicking, hitting and punching," she said.

"The problem is pre-school children aren't very good at distinguishing reality from fantasy. So what starts out as pretend kicks and punches turns into real violence very quickly — and that's how people get hurt."

Ms York said only toys and turtle games had been banned but if violent behaviour continued,

talking about the cartoon heroes would also be banned.

The children range in age from infants to five year olds.

"We ban all violent games — and Ninja Turtles is the violent game of the moment," Ms York said.

"We haven't had any serious injuries, luckily."

"No one has been taken to hospital or anything like that."

"But the turtle games are based on kicking so we've had children who get kicked in the stomach or are pushed over."

Ms York said the moral behind the cartoon — that good prevails over evil — was beyond the reasoning of pre-schoolers.

Kate Escobar, whose son Daniel, 4, attends the pre-school, said the ban was supported by parents.

She said the children's play behaviour had been getting out of hand before the ban was imposed.



Control Panel

TAKE YOUR PICK THE BEST RANGE IN THE TRADE

Fire Button with Microswitch

Imported
from the
USA



Available in
White or
Red Colour

SUPA VALUE
AT
\$5.75

Full Colour Range of Vertical Mount Buttons

Red, Blue
Yellow,
Green
and
White



A
BARGAIN
AT
\$3.99

Push Button P/No. 702A

Best Value
for Money
Available!



Easily disassembled
with see through
coloured lens

Supplied with Microswitch

\$3.99

Without Microswitch

\$1.95

One and Two Player Buttons with Player ID Vertical Mount

Makes your control
panel more
professional



White
Colour

\$4.95

**Leisure
& Allied
Industries**

Contact your nearest LAI Office

SYDNEY: 2-6 Burrows Road, St. Peters (02) 516 5111
MELBOURNE: 2 Urquhart Street, Northcote (03) 489 5222

Buttons

No more microswitch problems. Absolutely reliable and cheap!

Push Button

Incorporating
Leaf Switch

ONLY \$1.75



Small Round Illuminated Buttons



Complete with
microswitch
and 14V
lamp

Available
in Red,
Yellow
and Blue

\$17.95

Dummy Buttons

Tidy up your control panel when changing games. Designed to plug standard sized holes on LAI Control Panels.

ONLY \$1.25



Full Range
available all
shapes, sizes
& colours

Small Rectangle Illuminated Push Buttons

Complete with microswitch and 14 volt lamp. Face plate size 1 1/4" x 1". Imported from U.S.A.

Available in
Red, Blue,
Green and
Yellow

Used on LAI
Skill Testers
and TMNT
Cabinets



\$17.95

WICO Type Button

ALL ONE PRICE

99¢
each

Complete with metal
PAL nut

(specify whether short
or long required)



Short — Red,
Blue, Green &
White

Long — Red & White

ADELAIDE: 93-95 Orsmond Street, Hindmarsh (08) 340 2777

BRISBANE: 57-65 James Street, Fortitude Valley (07) 358 5833

All Export Enquiries to PERTH: 34 Palmerston Street, Perth (09) 328 5611



THE OPERATOR'S LITTLE FRIEND

The LAI Lowboy has now become the
INDUSTRY STANDARD

STANDARD 20' LOWBOY



- All Cabinets now fitted with Test Switch
- Also available in coloured Formica subject to order quantity.

Specifications subject to change without notice

**Lowboy has to be
the best quality unit
for its price.**

**GAME PCB AND
GRAPHICS NOT
INCLUDED**

**Supplied with one
set of controls only**

Now the street, tavern and hotel operator has a unit designed specifically with him in mind, the low profile, easily manoeuvrable, inexpensive **Lowboy Cabinet**.

Lowboy takes all standard L.A.I. games and has front and rear access that makes it a **serviceman's dream**.

**ORDER
NOW**

**Leisure
& Allied
Industries**

Contact your nearest LAI Office

SYDNEY: 2-6 Burrows Road, St. Peters

MELBOURNE: 2 Urquhart Street, Northcote

ADELAIDE: 93-95 Ormond Street, Hindmarsh

BRISBANE: 57-65 James Street, Fortitude Valley

PERTH: 34 Palmerston Street, Perth

(02) 516 5111

(03) 489 5222

(08) 340 2777

(07) 358 5833

(09) 528 3611

All Export Enquiries to



AT HOME

It's Happening in Our Industry

WA WAFFLINGS

Our congratulations go out to Neil and Barbara Liddell A.I. Amusements on the recent arrival of son Regan to the fold. If Neil and Barb keep producing at the current rate they will be able to field their own football side.

Roger Lucas (Automatic Music) has just returned from a business/holiday trip to the USA and Canada. A highlight of the trip according to Roger was his visit to the AMI Jukebox Production Facility.

Don Browning (Orion Amusements) occupies his spare time buying and renovating antique furniture. Don reports he has stumbled across some outstanding buys lately. Due to pressures of a worsening economic climate.

Alan Tanner has rejoined the WA workshop staff after a stint in the Computer Industry. Alan invites all operators to contact him for quick reliable service.

NSW WALES NEWS

Welcome to the "Skilltester" business to **Mike Robinson (CICI OWL PTY LTD)**, who has recently purchased **Michelle Sullivan's** business.

Mike is also running video machines and we wish him every success.

Get well soon to Ron Taylor (Macquarie Amusements), who was involved in a head on collision near Dubbo.

Ron is now at home but is facing another operation soon, and we wish him all the best.

Eric Soutens (E.D.S. Amusements) has recently departed on a two-week holiday to the Barrier Reef. He chartered a boat from Shute Harbour and we hope he gets plenty of fish, and maybe a "TURTLE" or two.

A big welcome to John Muir who has joined our business. John has started

purchasing the big earners in coin-op Turles and Neo Geos!

John's son Darren has also entered the market in conjunction with Stewart Keir and I wish them both every success for the 90's and "Beyond 2000"!!

Jim Wardrobe is another new comer to our market and is doing great business in his South West Rocks store. Welcome Jim and we wish you the best of success.

Congratulations and well done to popular North Coast Operator, Sid Bowden (Sytronic Amusements), who recently opened the "Family Carousel" Leisure Centre at Port Macquarie. Sid, as always, has handled this new business in a very professional manner and is extremely happy with the results so far.

OLD QUICKIES

Congratulations to John and Margaret Divlyak who have taken a well earned holiday to Yugoslavia and Europe. John has handed over the reigns to Peter and Ivan who will keep the Flag Flying.

We would like to wish Ray Hugganson all the best in his new ventures. We think you will return to the industry when you realise what you're missing.

Leisure and Allied Industries would like to welcome **John Peterson to the industry.**

All the staff at Leisure and Allied Industries — Queensland join in, in wishing Mark and Mandy all the best on their move to WA.

VICTORIANA

Welcome to Nola Guello who recently joined LAJ in their Accounts Department. Nola replaced Debra Smith who is eagerly awaiting the birth of her second child.

Leisure Line extends its deepest sympathy to Keith and Jeff Kershaw on the sad loss of their father.

We wish **Mario Sergi** from **Westgate Coffee Lounge** a speedy recovery after his recent operation on his throat. There's a good line there Mario but we decided in the interest of good taste not to use it!

Congratulations to Percy Richardson on the opening of his new leisure centre in Corowa — we wish you all the best for the future.

SA SNIPPETS

Congratulations to Steve Sauer who has recently opened a new Leisure Centre, aptly called "Timeout". Steve selected an extremely strong mix of conversion dedicated and prize redemption games that are definitely firing as his smile is now permanent fixture. The carefully chosen site is clean, bright, light and displays a clever logo with signage tastefully tempting the troops to trundle in. It's a credit to the industry Steve; Well done.

Rumour has it that last month Geoff Flink declined the offer to lecture his beloved North Adelaide Football Club on dedication and positive attitude. He got the urge to take his wife Karen and their new companion for a self proclaimed long weekend. Here say also has it that Norths coach said "It's typical of Port Augusta blokes, they are certainly positive when they want to go walkabout, I try, I try."

A hearty welcome to the industry to Terry Grant. Terry has been appointed as LAJ Adelaide New Business Development Manager. His depth of experience as Sales Manager and business proprietor certainly stands out as he is taking to this industry like a "Duck to Water."

All the best Terry.

It has come to the scribes notice that Val Lee, Manager of 61 Hindley Street has become a proud Grandma for the first time. One of the younger technicians thought that Val didn't look "that old" but it was explained that there are records of ladies being Gran's at 30. Anyway Grandma, Congratulations.

NEO·GEO

**BASEBALL STARS
PROFESSIONAL**

★ BASEBALL STARS PROFESSIONAL ★

- ★ Players choose their teams.
- ★ Tournament play, player vs. player, even girls' teams!
- ★ Two stadiums to choose from.
- ★ Non-stop action of the players as they run, throw and bat.

NAM 1975

★ NAM 1975 ★

- ★ Heroes who still have the scars of war are called back to fight in NAM. They must save the powerful doctor and his daughter. Find out who the real enemy is!
- ★ Realistic 2 player fighting action with high quality sound and graphics!

**TOP
PLAYER'S
GOLF**

★ TOP PLAYER'S GOLF ★

- ★ 4 professional golfers to choose from.
- ★ Stroke, match & Nascent play available.
- ★ 2 different courses utilize the player's golf skills in realistic golf situations!

Riding Hero

Go For The Glory.

★ RIDING HERO ★

A racing game featuring the Yamaha 125, 250, 400 and 500cc models. Includes 100 tracks, 100 drivers, 100 challenges and 100 items.

NEOGEO

**Magician
Lord**

★ MAGICKIAN LORD ★

- ★ Bill is a young magician who stands up against a strange, evil presence from another world.
- ★ He travels and battles enemies while searching for the book with the 8 magic instructions.

COMBAT

Slash Through The Darkness.

★ COMBAT ★

An action game featuring the Yamaha 125, 250, 400 and 500cc models. Includes 100 tracks, 100 drivers, 100 challenges and 100 items.

NEOGEO

Distributed in Australia
under an Exclusive Licence by

**Leisure
& Allied
Industries**

- Sydney • Melbourne
- Brisbane • Adelaide
- Perth

Watch this space for additional new releases.

COMING SOON

SUPER SPY

This product is marketed and sold in Australia under an exclusive licence held by Avel Pty Ltd.

NEO·GEO

SPECIFICATIONS

Model	Monitor Size	Height	Width	Depth	Capacity Game Packs	Weight
NG 26	26"	1755mm	680mm	935mm	8	160kg
NG 20	20"	1630mm	575mm	740mm	4	125kg

CABINET FEATURES

- All Plywood double sided Formica
- 3 Access doors for Coin Mechs, cash and maintenance
- Hi-Tech Solid State Electro-illuminescence display-panel for Title Card back lighting
- Long Life Control Panel Polycarb Lexan
- Armour Plate Monitor Glass
- Earphone Jacks for Super Stereo Sound
- Game conversion or addition completed within 5 minutes
- IC Memory card slot allows player to save current game progress to continue at a later time
- 2 Player controls each containing 8 way Joystick, 4 Control Buttons plus Game Select and Credit Buttons
- Separate Credit display for each Player
- Electronic 6 channel Coin Mechanism
- Concealed cash box
- Cabinet specifications subject to change without notice
- NG20: Special speaker baffles and enclosures, easy access for game title cards, compact lowboy size, large access front and rear door, latching control panel, service rest for control panel in open position
- NG26: New improved monitor angle, easier access title card holders, special speaker baffles, high quality twin speakers, two large cabinet access doors

Memory Cards Available for
\$49.95



NG20 shown above

Specification subject to change without notice.



Street BASKETBALL



STILL THE BEST
BASKETBALL CABINET
AVAILABLE
TODAY!

This product is marketed
in Australia under an
Exclusive License held
by Avel Pty Ltd

FEATURES:

- Digital Speech
- Display & Light Effects
- Custom Music
- 3 Point Play Button
- Player Selectable Game
- Easy to Assemble
- All Steel Frame
- High Grade Plywood
- Mylar Backboard
- Microswitch Technology
- Solid State Electronics
- Audits & Adjustments
- Optional Ticket Dispenser & Bill Acceptor
- 32" wide x 106" deep
adjustable 8½ to 9 feet high

This product is marketed and sold in Australia under an exclusive licence held by Avel Pty Ltd.

**Leisure
& Allied
Industries**

Contact your nearest LAI Office

SYDNEY: 2-6 Burrows Road, St. Peters

MELBOURNE: 2 Urquhart Street, Northcote

ADELAIDE: 93-95 Orsmond Street, Hindmarsh

BRISBANE: 57-65 James Street, Fortitude Valley

All Export Enquiries to **PERTH:** 34 Palmerston Street, Perth

(02) 516 5111

(03) 489 5222

(08) 340 2777

(07) 358 5833

(09) 326 3611



Technical Topics

Williams Rollergames Deep Freeze Adj

Subject

Rollergames "Deep Freeze" Magnet Performance Adjustments.

Information

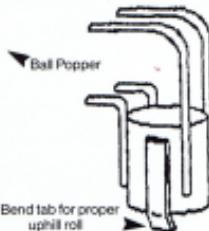
Three adjustments are recommended, to ensure proper "Deep Freeze" Magnet operation. Determine which is applicable for your game. (Some games may need only one; some may need more than one).

The first adjustment affects the ball direction, as it exits the tube at the end of the *Ball Popper Wire Ramp*. The second adjustment affects the *ball location* when frozen by the magnet. The third adjustment affects the *magnet core height*.

BALL POPPER WIRE RAMP EXIT TUBE ADJUSTMENT

Procedure

1. Check the direction and distance of ball movements as it exits the Ball Popper Wire Ramp tube. As it drops out of the tube, the tab at the bottom of the tube should send the ball rolling uphill (upward on the playfield) approximately 1 inch, before rolling down the ball guide into the "Deep Freeze" Magnet region, near the Upper Right Flipper.



2. Adjust the tab at the lower end of the Ramp tube to obtain the proper uphill roll. Be careful of the uphill roll distance because too long an uphill roll can cause the ball to gain too much momentum and roll completely through the magnet area too fast for the magnet to freeze (hold) it. Also, be careful of the direction of the roll. The tab

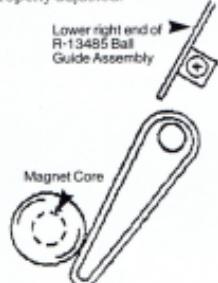
should direct the ball slightly toward the ball guide to ensure that the ball will roll through the magnet region, rather than possibly bouncing away from the magnet region.

UPPER RIGHT FLIPPER PADDLE ADJUSTMENT

Procedure

1. Check the ball movement as the magnet freezes (holds) it. Ideally, the ball will be rubbing on the red flipper rubber, during the freeze. This dampens the magnetic oscillations much faster and allows a well-aligned shot up the left Upper Plastic Ramp.
2. Adjust the Upper Right Flipper paddle position, if possible, to allow the ball to rest on the red flipper rubber, while the magnet is holding it.

3. Be careful during this adjustment to avoid making the loop shot around the ball guide at the top of the playfield end in an outhole drain (up the left side of the ball guide, around the upper rim, and down the right side of the ball guide, past the flipper paddle, and down between both lower flippers into the outhole). The Upper Right Flipper paddle should send the ball onto the lower right flipper, when properly adjusted.



MAGNET CORE HEIGHT ADJUSTMENT

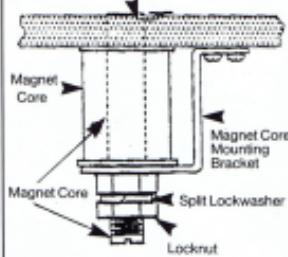
Procedure

1. Check the height of the metal

"Deep Freeze" magnet core above the playfield surface. The optimum height is approximately 1/32". This height causes the ball to freeze faster, by reducing the speed of the ball movement, yet it does not apparently interfere with other shots.

2. Raise the playfield to allow a straight-bladed screwdriver blade to turn the core for the proper height. If necessary, slightly loosen the locknut securing the core in its bracket. Retighten the locknut following the height adjustments to secure the core at the desired height.

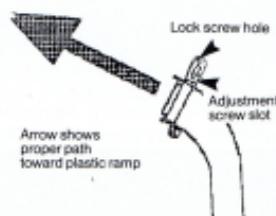
1/32" height above playfield max.



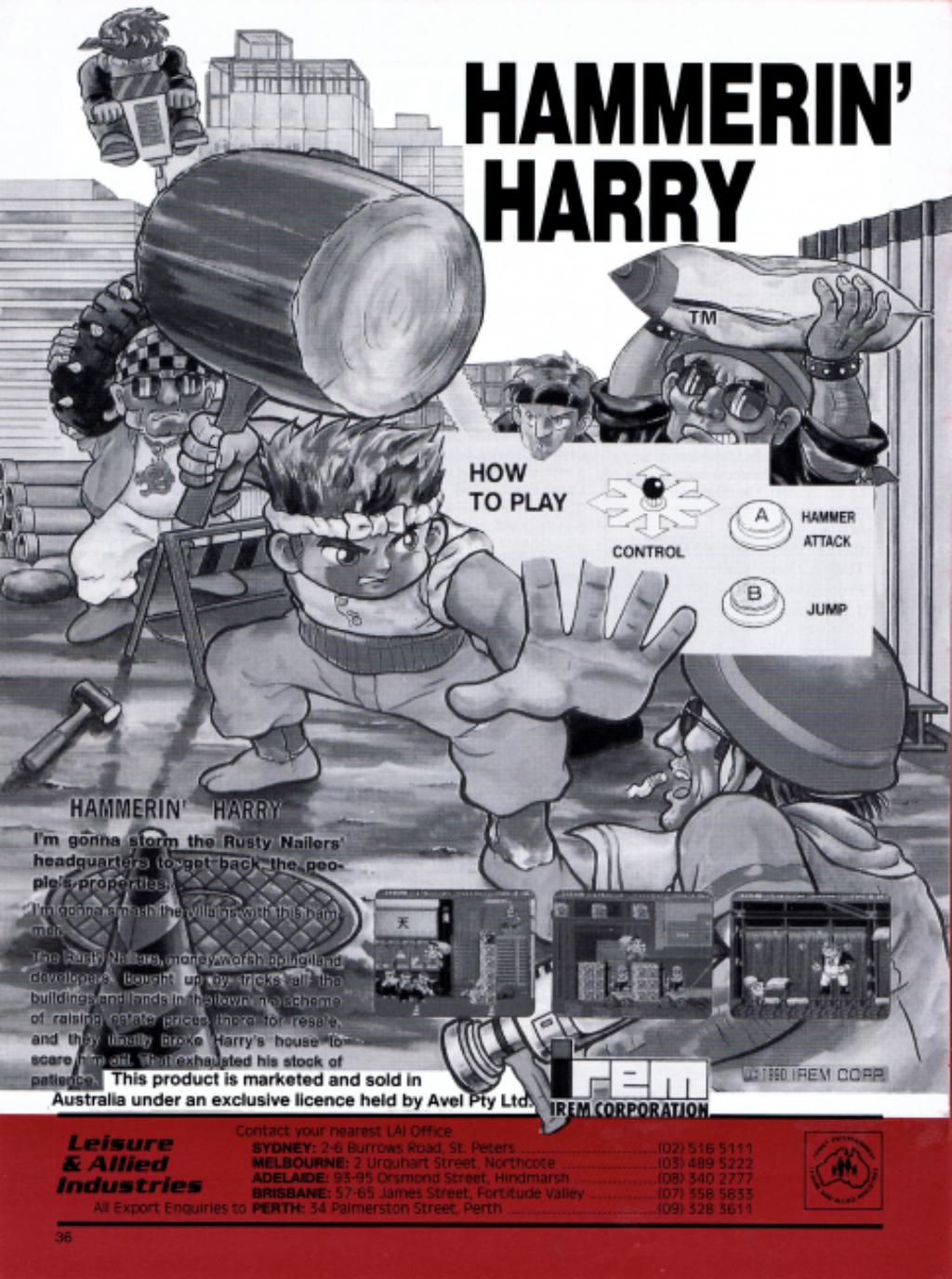
SHOOTER LANE EXIT PATH ADJUSTMENT

Information:

As the ball exits the shooter lane, it should proceed across the playfield and go up the plastic ramp (as shown by the dark arrow). Adjustment of the shooter lane ball guide may be necessary to obtain this ramp shot.



HAMMERIN' HARRY



HAMMERIN' HARRY

I'm gonna storm the Rusty Nailers' headquarters to get back the people's properties.

I'm gonna smash them buildings with this hammer.

The Rusty Nailers, money-worshippers and developers, bought up by tricks all the buildings and lands in the town. In a scheme of raising estate prices there for resale, and they finally broke Harry's house to scare him out. That exhausted his stock of patience. This product is marketed and sold in

Australia under an exclusive licence held by Avel Pty Ltd.



IREM
IREM CORPORATION

©1989 IREM CORP.

**Leisure
& Allied
Industries**

Contact your nearest LAI Office

SYDNEY: 2-6 Burrows Road, St. Peters

MELBOURNE: 2 Urquhart Street, Northcote

ADELAIDE: 93-95 Ormond Street, Hindmarsh

BRISBANE: 57-65 James Street, Fortitude Valley

PERTH: 34 Palmerston Street, Perth

(02) 516 5111

(03) 489 5222

(08) 540 2777

(07) 358 5833

(09) 328 3611



TEST REPORTS

Timezone Chart

TOP TEN LIST

1. Konami "Turtles"
2. Sega "Line of Fire"
3. Atari "Hard Drivin"
4. SNK "Beast Buster"
5. Taito "WGP"
6. Taito "Air Inferno"
7. Namco "Metal Hawk"
8. Sega "Outrun"
9. Namco "Winning Run"
10. Sega "After Burner"

CONVERSION GAMES

1. Capcom "Magic Sword"
2. SNK "Neo Geo"
3. Capcom "Final Fight"
4. Seibu "Raiden"
5. Irem "Hammerin Harry"
6. Williams "Smash TV"
7. Data East "Dark Seal"
8. Tecmo "World Cup 90"
9. UPL "USAAF Mustang"
10. Technos "Combatribes"

Replay

UPRIGHT VIDEOS

1. Konami "TMNT" (TURTLES)
2. Atari "Hard Drivin"
3. Sega "G-LOC"
4. Williams "SMASH TV"
5. Sega "Galaxy Force"
6. Capcom "Mercs"
7. Atari "Final Lap"
8. Leland "World Soccer Finals"
9. Leland "Off Road"
10. SNK "Beast Busters"

BEST SOFTWARE

1. Capcom "Final Fight"
2. Am Technos "Combatribes"
3. Taito "Cadas"
4. SNK "Neo Geo"
5. Technos "WWSuperstars"
6. Sega "MVP"
7. Konami "Aliens"
8. Atari "Hydra"
9. Leland "Off Road Trak Pak"
10. Atari "Thunder Jaws"

Japanese Game Machines

TABLE VIDEOS

1. Seibu "Raiden"
2. Irem "Hammerin Harry"
3. Technos "Combatribes"
4. Tecmo "World Cup 90"
5. Toaplan "Out Zone"
6. Namco "World Stadium 90"
7. Sega "Columns"
8. Data East "Gate of Doom" (Dark Seal)
9. Irem "Air Dual"
10. Sega "Tetris"

UPRIGHT/COCKPIT VIDEOS

1. Taito "Air Inferno" (Deluxe)
2. Namco "Final Lap" (Deluxe)
3. Namco "Final Lap" (Standard)
4. Namco/Atari Games "Hard Drivin"
5. SNK "Beast Busters"
6. Jaleco "Big Run"
7. Sega "G-LOC" (Deluxe)
8. Sega "Super Monaco" (Deluxe)
9. Taito "WGP" (Deluxe)
10. Sega "Outrun" (Deluxe)

Technical Topics - Assy Improvement — *Continued*

Item	Part Number	Description	Item	Part Number	Description
1	AE-12-2600	Coil Assembly	12	10-362	Spring
2	C-13490	Divert Bracket	13	Not Used on Rev C	"E" Ring, 1/4"
3	B-13488	Solenoid Bracket	14	20-8712-25	Shaft
4	01-8-508-S	Assey	15	20-8712-18	"E" Ring, 3/16"
5	Not Used on Rev C	Solenoid Bracket	16	4700-00073-00	Shaft
6	A-13491	Drive Arm Assy	17	20-8716-2	Flatwasher
7	C-13432	Diver Gate/Shaft Assy	18	Not Used on Rev C	Roll Pin, 3/32 x 5/8
8	Not Used on Rev C		19	4008-01017-06	M/Screw, #8-32 x 3/8
9	Not Used on Rev C		20	4006-01003-06	M/Screw, #6-32 x 3/8
10	B-13843	Plunger Assembly			
11	23-6577	Rubber Bumper			

National A.M.O.A. Chairman's Report

Ladies and Gentlemen,

Firstly, I would like to thank all members who supported my nomination and subsequent election to the position of National AMOA Chairman.

My first year in many ways has proved to be perhaps a little short on any vital issues, however there were times that warranted some consideration and action.

Industry Research Report

On two occasions I was interviewed by the print media on Industry interest and performance, I took those opportunities to make available the results of the independent research, unfortunately little use was made of that information in published articles.

Daily Telegraph, February 2, 1990.
Margot Pitkin.

Daily Mirror, March 27th, 1990.
Jo Mazzocchi.

Hire Tax Tasmania

Members ought to bear in mind the possible flow-on effect of that State's Government's interpretation of the act might have on mainland States keen to increase revenue.

M.T.I.A.

The 3% productivity award has not filtered through the system as yet to effect our award, all members will be notified of any change in the

"Coin Operated Amusement Machines (Technical Service) Award."

Sales Tax Lobby

Lobbyist to re-submit our submission in this years Budget deliberations, however Australia's over-all economy and national interest might well over-ride our claims yet again.

Exclusive Rights

On the Agenda for the National meeting is a motion on Exclusive rights, some may feel that the subject is not a matter to be judged by the Association and is better left to market forces, however since this is an Operators Association and many members bring this issue to my attention and ask for a resolution or discussion on its effect on prices and supply if then becomes my job to place those concerns before you.

In consideration of such a motive issue its as well to bear in mind that any agreement entered into between a manufacturer and a distributor is purely a commercial decision and I find no argument to that, but where I and many others find it oppressive is the unlimited time span placed on Exclusive dealings.

In a case where a product is out of supply, operators might well infringe that exclusive deal if he or

she imports that product from another source. What is needed is perhaps a time limit placed and published on the duration of that agreement, i.e. 4 or 5 months.

This Association like all industry organisations is funded by its members, it's charter the benefit and interest of members and the industry which they represent, it then follows that decisions taken by that membership would truly reflect the wishes of the majority.

Chairman.
H. Tester
National AMOA

"It's the games that LAI reject which makes LAI's games the best"

Introducing six ways

You **know** multi-coin mechanisms make sense. They give your customers more options to spend on your games. It's just that... until now, they've been rich on price but poor on features. Until NRI.

That's why we're **proud** to announce the Australian launch of the NRI range of three brand-new validators, all low-cost models **packed** with features outclassing every other electronic coin-mechanisms currently available.

These are **brand-new** (not reconditioned units), and combine Mercedes quality with Volkswagen price.

Call in to our showroom **today** to see the range, and find new ways to higher earnings!

NRI reserves the right to change specifications without notice.



G-13 1002
Complete with front plate

\$295

Accepts
5c / 10c / 20c
\$1 / \$2

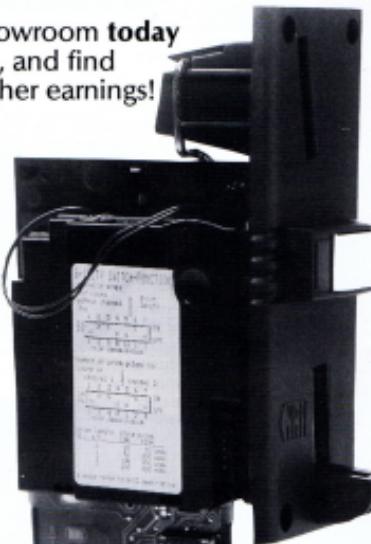
G-13 1404

Complete with front plate and credit board. Display can be connected.

ONLY
\$375



Programmed to accept
\$2 / \$1 / 20c



These products are marketed and sold in Australia

Contact your nearest LAI Office

SYDNEY: 2-6 Burrows Road, St. Peters (02) 516 5111

MELBOURNE: 2 Urquhart Street, Northcote (03) 489 5222

ADELAIDE: 93-95 Ormond Street, Hindmarsh (08) 540 2777

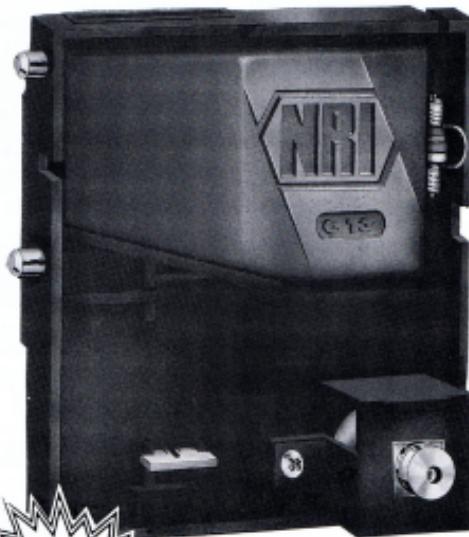
to earn more money

JUST LOOK AT THESE AMAZING BENEFITS:

- Six ways to pay, six ways to play.
- Tokens accepted, so you can organise promotions at any location.
- Compact size fits most machines.
- Easy to fit — just snaps into position in place of mechanical acceptors.
- Takes money fast!
- G-13004 model interchanges with series 10/100 type used on most pinballs and Coin Controls doors.
- Quick, sure ways to react against foreign coins or slugs with German-made precision.
- Two bandwidths provides sure control of critical coins.
- Easy bandwidth selection by one switch — instant security against slugs.
- No special power required — just connect to standard 12 volt supply in your LAI cabinet!

TECHNICAL DATA

Acceptance	Six coins
Diameter	15.31mm
Thickness	1.5-2.6mm (3.3)
Supply voltage	12 volts DC (+3v -1v)



G-13 0004

Interchanges with Series 10/100
mechanical mechanisms

Accepts 5c / 10c / 20c / \$1 / \$2



under an exclusive licence held by Avel Pty Ltd.

BRISBANE: 57-65 James Street, Fortitude Valley (07) 358 5833
All Export Enquiries to PERTH: 34 Palmerston Street, Perth (09) 328 3611



TRICKS OF THE TRADE

BY: STEVE RUNDLE

ELECTRONIC TICKET DISPENSARY

More operations of amusement arcades are discovering the benefits of ticket vending machines. They add a new dimension to an arcade and can attract new customers. Big Shot Basketball, Skee Ball, Little Pro, Boom Ball and Knock-Em-Down are some of the family fun orientated games which dispense tickets re-deemable for prizes.

An integral part of the machines is the ticket dispenser. The Deltronic (DL-1275) is the industry standard both in Australia and abroad. This unit is reliable and simple to service.

The operation of the Deltronic is quite simple. Tickets are pushed through the ticket chute by a motor-driven roller assembly which resembles the old style ringers on washing machines.

Tickets are counted by means of an optic-electronic beam sensor which senses the v-shaped notch on the perforation line between tickets. The starting and stopping of the machine is controlled by the particular game P.C.B. via a small control board on the dispenser. This has a motor controller and notch sensor circuit.

The ticket dispensers incorporate three mechanical adjustments. The first is the roller tension spring which insures proper delivery of the tickets but prevents the tickets from being pulled when the dispenser is idle. Secondly, the ticket guide spring ensures that the ticket notches pass through the optic sensor beam. Failure to adjust this properly can result in reams of excess tickets being paid out.

Lastly the ticket stop adjustment determines how far the ticket protrudes down the delivery slot.

Tickets occasionally jam inside the Deltronic and care must be taken to extricate them. Do not use a screw driver or try to force anything

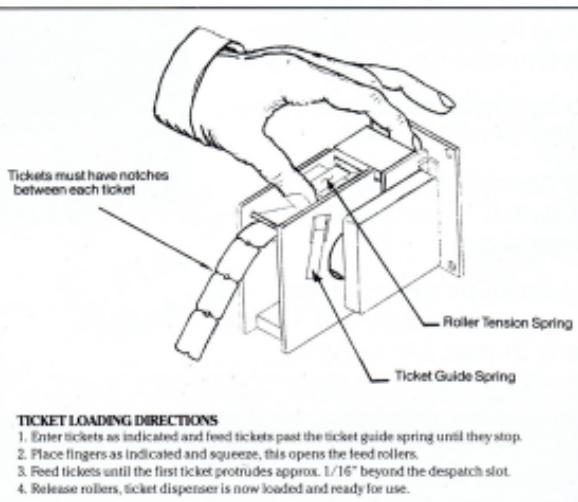
between the plastic ticket guides as they are prone to break. Dismantling the dispenser is the best option although using a flat metal packing strip (about the same thickness and width as a ticket) to push the ticket out through the delivery slot often works.

There is a motor replacement for the top plastic guide available. This is designed to be easily removed by loosening a couple of screws thereby giving access to the jammed material. This is much faster than dismantling the entire assembly. Contact your LAI office for more details.

Parts are available for the Deltronic ticket dispenser, the most commonly required is replacement ticket guides (or ticket supply plates) which may

be broken when a foreign object such as a coin or screwdriver is forced between them. The rubber 'O' rings or the drive roller will need replacing when they begin to wear flat resulting in a loss of friction between the two rollers.

The correct operation of the dispenser also depends on the use of the correct tickets. The notch between the tickets should be of a deep 'V' shape and not a shallow 'U' shape. This ensures that each notch is detected and there is no over-run. The perforations on the tickets should also have a light breaking strain. This stops any chance of tickets being pulled from the machine against the breaking action of the rollers.



MAGIC SWORD

Monitor: Vertical

Controls: Joystick — moves hero
in 8 directions

Buttons:

ATTACK, JUMP
2 Players

Control your Barbarian with his double-edged magic sword through 32 levels of the evil castle in search of keys, unlocking exit doors on levels 3, 5, 7, etc.

Attain partnerships with warriors you meet along the way, bearing weapons and magic to help. These warriors are:

Thief - ability to search for

treasure boxes

Lizard man - throws swords
quickly

Giant - throws boomerang axe
Priest - accumulates light and
throws it

Amazon ladies - shoot bowgun
quickly

Knight - throws piercing spears

Ninja - throws Shuri-ken

Wizards - shoot in all directions

Pick up 8 magic items:

Gauntlet - increases attacking
power

Crystal ball - finds hidden
treasure boxes

Golden pot - increases restoring

power of partner

Diamond ring - Lizard man or
thief can accompany with power

Magic potion - recover magic in a
speedy way

King's crown - increases defence
power

Scroll - increases score ratio

Pendant - doubles score whilst
holding

This 2-player game has "buy-in" and "continue" features and the option of being able to start at any level. With good graphics and game plot I think it's one of the better fighting games. An "heroic fantasy".

Rating: 10+++

MICHAEL JACKSON'S MOONWALKER

Monitor: Horizontal

Controls: 8-way Joystick

Buttons:

SHOOT, DANCE

This game was based on the motion picture "Moonwalker" and contains hit songs by Michael Jackson throughout, such as "Bad", "Thriller", "Beat It" and "Billy Jean".

Help Michael save the captured children and blow up the fortress and the deadly Doomsday Weapon to destroy Mr Big's evil scheme.

Hold "shot" button to make Michael moonwalk and then release for strong firepower. "Dance" button is a special attack making all enemies on the screen dance along with Michael and then disappear.

Pick up first aid/health for releasing children and gain powerful firepower and armour when you shoot the straying chimp. Travel through amusement quarters, night-time streets and graveyard patterns. Come across

skeletons, goblins, ghosts, cars full of gangsters, armed soldiers, various robots, robot dogs, rolling barrels, flying circular saws and thugs with knives.

This 3-player game has "buy-in" and "continue" features, very good graphics and an excellent soundtrack that will attract. It should be a popular game with Michael Jackson's fans. Become a superstar!

Rating: 9

NINJA COMBAT

Monitor: Horizontal

Controls: Joystick - move hero

Buttons:

"A" Attack/Ninja Magic

"B" Jump

"C" Special move
(Back Flips)

"D" Not used

Your task is to help Joe and Hayabusa as they set out for the enemy fortress through 7 stages, facing shadowed forces, as you try to destroy the Dark Ninja.

Pick up extra points for speed or power and cans add to the health score and score increases Ninja Magic. Special weapons like Katana swords, Nunchukas and flying star knives help with the damage.

You will come across well-equipped Ninja warriors, hooded thugs with studded baseball bats, large Sumo wrestlers with axes, bird women, disappearing spectres and, finally, the 'boss' himself - as fast and accurate as a

whirlwind.

This game has "buy-in" and "continue" features and is another great quality Neo Geo cartridge. Brilliant stereophonic sound and good, fast-moving graphics, both adding to the realism of fighting in the true Ninja way.

Go ahead - slash through the darkness!

Rating: 10+

***"It's the games that LAI reject
which makes LAI's games the best"***

LITTLE PRO!

MAKE OTHER LOCATIONS GREEN WITH ENVY!

AN ADULT PIECE FOR YOUR KID LOCATIONS (IF THE PARENTS ARE PLAYING THE KIDS ARE STAYING)

- ALL SOLID STATE ELECTRONICS
- 100% SKILL
- 100% PLYWOOD CABINET
- 100% MICRO SWITCHES
- INCLUDES TICKET DISPENSER

*Stocks
arriving
soon*



Little Pro

- BUY-IN FEATURE
- ALLIGATOR AND DRAW BRIDGE MOVE UP AND DOWN
- A DUTCH WINDMILL TURNS ROUND AND ROUND
- DIMENSIONS: (ON LEGS)
WIDTH = 24 1/4"
HEIGHT = 63 1/4"
LENGTH = 55 1/2"

A KID PIECE FOR YOUR ADULT LOCATIONS (KIDS OF ALL AGES LOVE IT!!)

*Another
top earning
Prize
Redemption
game*

This product is marketed and sold in Australia under an exclusive licence held by Avel Pty Ltd.

**Leisure
& Allied
Industries**

All Export Enquiries to PERTH: 34 Palmerston Street, Perth

Contact your nearest LAI Office

SYDNEY: 2-6 Burrows Road, St. Peters	(02) 516 5111
MELBOURNE: 2 Urquhart Street, Northcote	(03) 489 5222
ADELAIDE: 93-95 Orsmond Street, Hindmarsh	(08) 340 2777
BRISBANE: 57-65 James Street, Fortitude Valley	(07) 358 5833
PERTH: 34 Palmerston Street, Perth	(09) 328 3611



MAGICIAN LORD

Monitor: Horizontal

Controls: Joystick

- move character

Buttons:

"A" Attack

"B" Jump

"C" & "D" Not used

Elta is a young magician who stands up against a strong, evil presence from another world. He travels and battles enemies whilst searching for the book of magic instructions. This hero can trans-

form himself into the Ninja Alien of Warlock by combining the Fire, Water and Wind elements.

On opening the door at the end of the forest, you must defeat Dale of Evil Gods in which you are rewarded with the first book. You then set out to the "Evil Mines".

With the up's and down's, this platform/ladder game includes action as you avoid booby traps, mines, skeletons, flying bees, purple beasts with grasping robot

arms, witches, and various other ghoulish creatures from the past.

Health points are obtained from unlocking the various treasure chests containing food, drink and magic.

This Neo Geo cartridge has great stereo sound and superb graphics. The memory card "continue", and "buy-in" features allow you to start and continue at any point, anytime. Check it out!

Rating: 10

STOLEN

Two 20" Lowboy machines were stolen from the Take-away Shop at 1437 Botany Road, Botany.

Serial Numbers of the stolen machines are:

VIOLENT FIGHT: 9061031
SNOW BROS (PCB): 9071099

Ninjas bid on Turtle Survival - *Continued from page 15*

He said that at the 1992 CITES convention, to be held in Japan, Greenpeace would try to convince Japan to stop slaughtering turtles

and trading turtle products.

He said Greenpeace had contacted the promoters of the Teenage Mutant Ninja Turtle movie

and had asked them to promote the cause of sea turtles or to donate some funds to the continuing battle for their survival.

What's Selling

TURTLES NOT THE ONLY GAME IN TOWN (San Francisco)

The toy retailers' report for April: We may not have Turtles, but we've got plenty of Lego, Nintendo, Barbie and other good stuff. The weather's nice, summer sales had an early start and business is good.

One retailer experienced chaos with the arrival of 75 Turtles, all of which moved out in less than two hours.

The figures were available only sporadically, but many stores did well with accessories, such as the Turtle Cycle at \$16.95. Some smaller stores, however, hadn't even seen any accessories since Christmas.

Lego was making it two banner years in a row, with the new Miron category selling from \$2.95 to \$54.95, and with last year's Pirate ship category still going fast.

Nintendo's Game Boy at \$89.99 continued strong. In games, Super Mario Bros. 3 was still on waiting lists.

Barbie remained strong, with Dance Magic at \$19.95, Ice Capades at \$13.99 and Western Barbie at \$13.88.

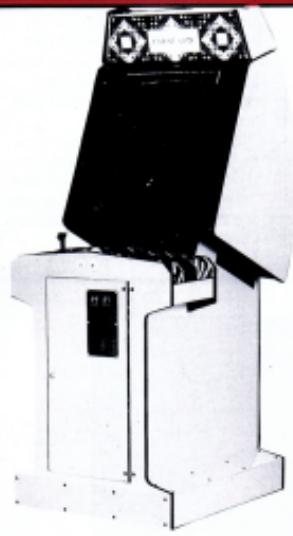
Tyco's Spy-Tech spy equipment got a strong TV introduction, with good sales of the undercover vest, hidden camera and long-range microphone, each at \$17.99.

PLUSH ENJOYS A GOOD SEASON (Los Angeles)

Move over Easter. April 1990 should be named "Ninja Turtle Month." The hit movie combined with Ninja Turtle fever to sell out not only the Playmates' figures, but also Turtle gum, videos and comics.

One retailer said that \$9.95 "novels" from First Publishing Inc. joined the \$14.95 Ninja Turtlevideos from Family Home Entertainment and 25-cent bubble gum to fill a void created when the retailers' hard-fought supply of Turtle figures was grabbed from shelves in February.

THE GREAT 26" DUO



UR26
Height 1860mm Width 685mm
Depth 960mm

All LAI 26" Cabinets have the following excellent features:

- (1) PCB holder.
- (2) Available in red, blue and yellow Formica.
- (3) Top quality control lever.
- (4) Kortek 26" monitor.
- (5) High rating power supply.
- (6) Standard Jamma harness system.
- (7) Safety glass protects monitor.
- (8) Large LAI cash box.
- (9) Easy monitor rotation.
- (10) Fitted with rear wheels.
- (11) Convertible control panel configuration with dummy buttons.
- (12) Twin speakers.

Specifications subject to change without notice.



LB26
Height 1040mm Width 660mm
Depth 886mm

LAI'S STANDARD 26" CABINETS

Game PCB and graphics not included.

**Leisure
& Allied
Industries**

All Export Enquiries to **PERTH**: 34 Palmerston Street, Perth

Contact your nearest LAI Office

SYDNEY: 2-6 Burrows Road, St. Peters

MELBOURNE: 2 Urquhart Street, Northcote

ADELAIDE: 93-95 Ormond Street, Hindmarsh

BRISBANE: 57-65 James Street, Fortitude Valley

(02) 516 5111

(03) 489 5222

(08) 340 2777

(07) 358 5833

(09) 328 3611



TOP
QUALITY

All toys available on
display at our showroom

SKILLTESTER TOYS



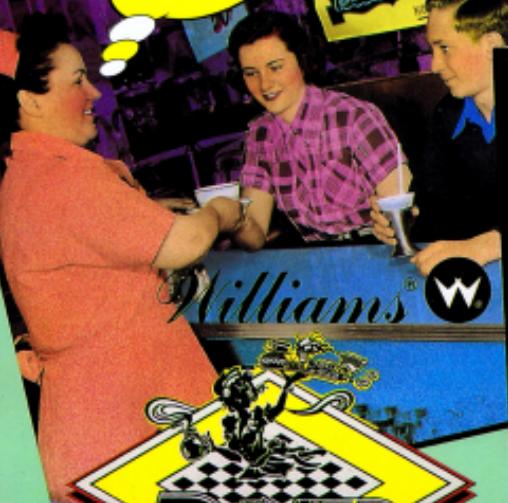
\$275
per carton
200 TOYS
ASSORTED

Choose your own selection and determine your own cost from our photo catalogue
Photograph Indicative only

COMING
SOON



SERVING
UP THE
FINEST
EARNINGS!



DINER



**It's fresh!
It's fast!
It's hot!**

And it's serving up a full plate of profits and play appeal! DINER has the innovative features, clever theme and total reliability that only Williams can deliver! Most important, DINER is classic Williams pinball that not only gives you a fantastic return on investment, but also retains the highest resale in the business.

This product is marketed and sold in Australia under an exclusive licence held by Avel Pty Ltd.

**Leisure
& Allied
Industries**

All Expert Enquiries to PERTH: 34 Palmerston Street, Perth

Contact your nearest L&AI Office

SYDNEY: 2-6 Burnside Road, St. Peters

MELBOURNE: 2 Urquhart Street, Northcote

ADELAIDE: 95-99 Ormond Street, Hindmarsh

BRISBANE: 57-65 James Street, Fortitude Valley

(02) 516 1111

(03) 489 5222

(08) 540 1777

(07) 558 1855

(09) 528 1611

